

GRAND THEFT AUTO

Mission Pack #1: London 1969

PAL



PlayStation®

Precautions

- This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it.
- This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®.
- Read the PlayStation® Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®, always place it label side up.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

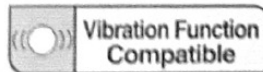
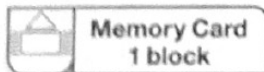
For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and Games Hotline Nos.

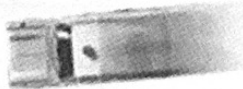
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SLES-03389

Welcome to London.

Beautiful, ain't it? No, it's a filthy sh*t-hole, where only those in the know survive. And that's why me and me brother Archie have survived so long. Not only do we know everything that's going on, but we're also the nastiest things to hit London since the Black Death. Know what I mean? We are the Crisp Twins, and we ain't had our dinner. So don't mess, and nobody will get hurt. Understood? Now, I know you think you're something of a tough guy. Been a bit bad over with the Septics, have you? Done the business in Vice City? Well, I don't give a monkey's, and neither does Archie. Those Yanks ain't worth a pint of p*ss, so show some respect. You're in London now, and don't you forget it. And what Albert (that's me) and Archie says goes in this manor. So, if you want to make a go of it over here then I suggest you listen to what I tell you, and do exactly as you are told. Otherwise, there's no telling where this might end, but it won't be pretty. So read the manual proper like, and then get to work. And no messing about, and no squealing to the Law. Understood?



GETTING STARTED:

Well done. You've just made history. You've just acquired the world's first ever mission pack for PlayStation™. Aren't you clever? In order to play the game, you've got to own a copy of the original game, and start the game in the following way (REMEMBER – Pay attention, and nobody will get hurt)–

1. Ensure your PlayStation™ is set up according to it's instruction manual, with a controller plugged in, and a Memory card if you have one.
2. Ensure the power button is OFF before inserting your GTA: London 1969. Then press the power ON.
3. The PlayStation™ logo screen will then appear. Then a screen will appear telling you to replace your GTA: London 1969 disc with your original GTA disc. (If the PlayStation™ logo Screen or the ensuing disc swap Screen fail to appear, press the power button OFF: ensure your PlayStation™ is set up correctly and the GTA disc is properly inserted before pressing the power button ON again)
4. Leaving your PlayStation™ ON, remove the GTA: London 1969 disc, replace it with your original GTA disc, and close your PlayStation™.
5. Then, again following the onscreen prompt, and leaving your PlayStation™ on, replace your original GTA game disc with your new GTA: London 1969 game disc.
6. Then close your PlayStation™, and the GTA: London 1969 title screen will appear. You can now play GTA: London 1969, but REMEMBER – don't insert or remove and game disc while the power is ON, apart from during stages 4 and 5 outlined above. It is also recommended that you don't insert or remove peripherals or Memory cards once the power is turned on. Make sure you have enough free blocks on your Memory cards once the power is turned ON.

LOAD A SAVED GAME:

Insert a Memory Card with previously saved games into your Console. Select Load Game from the main menu and press the **X** button. You will be presented with a list of saved games - unless the memory card is unformatted, in which case there are no files to load. Use the Directional button to highlight the file which you want to load and press the **X** button. When you are prompted to load a game, press the **O** button to confirm, or **A** at any time to cancel.

If you want to delete a previously saved game then press the **□** button. The game will prompt to confirm the action, press the **A** button to cancel or the **O** button to confirm. Press the **O** button at any time to select a Memory Card in another Memory card slot.

SAVE A GAME:

You can save your progress from the Level Selection screen onto a Memory Card by pressing the **O** button. Enter a name for the saved game by using the Directional button to change the letters or press the **□** button to delete a letter. If you want to delete a previously saved game then press the **□** button. The game will prompt to confirm the action, press the **A** button to cancel or the **O** button to confirm. Press the **O** button at any time to select a Memory Card in another Memory card slot. If an unformatted Memory Card is inserted, the game will prompt you to format the Memory Card. Press the **O** button to confirm the prompt to format a Memory Card. And don't be a plonker.

GET READY...

From the Title Screen, select Options to call up five new options.

OPTIONS:

Use the EFFECTS and MUSIC options to change the volume balance of sound effects and music during play. MUSIC Mode allows you to choose between RADIO (those swinging '60s radio stations automatically change when you change cars, and vary depending on the taste of the vehicle's, er, previous owner) and CONSTANT (the CD music plays from the first track straight through to the last). Use TEXT to change the speed of text display during play.

CHOOSE YOUR REPRESENTATIVE:



Before you get let loose on the streets of London, choose to play the part of one of 4 would-be hard men. These downright unsavoury individuals will allow you to keep track of your ability to be a shining light to London's underworld, or at least keep your score, and see that we don't let you get too big for your boots. Understood?

HOW TO RULE THIS CITY:

I rule this city, with me brother Archie. You ain't worth nothing. In fact you're worthy less than nothing. Minus nothing, that's what you're worth, sunshine. Your pathway to the top begins, as mine once did, as a try hard, a wannabe, loose on the streets of London and looking for ungainful employment on the streets of London. Well, if you want to be a Face in this town, there's only two boys who count, me and me brother Archie. So when we say jump, you say 'How high? And by the way, that suit looks great on you, Mr. Crisp.' Understood?

THE STREETS OF LONDON:

Are filthy, dirty, disgusting and, quite frankly, a diabolical liberty. That's why we've taken over. To clean up. Back when me and Archie were nippers, it wasn't like this at all. Oh no, people looked out for each other, didn't they? You knew who your neighbours was, and there weren't any of this rubbish pop music polluting the radios. No, we had Vera Lynn, a tangerine down one of my old man's socks and a clip round the ear hole for Christmas, and bugger all else. But we was happy. By God, our old mum loved us, and we was the happiest boys in town. But now, it's all Filth everywhere, and no bloody community spirit.

DEATH OR GLORY:

When you die and are taken to the nearest hospital, you lose all your bleeding weapons but retain your Bonus Multiplier; however, when you are arrested, you are taken to the nearest Police Station (IE The bleeding Nick – we've all been there, and none us squeals. Understood?) and allowed back on the streets with your Wanted Level reset to zero... in exchange for all your weapons and half your Bonus Multiplier (the score we let you keep). However, if we discover you've been yapping to old PC Plod, there's no saying how offended Archie will be. Do you understand what I'm saying?

TAKE THE LAW INTO YOUR OWN HANDS:

Don't let those bleeders tell you what to do. The functions of the controller buttons can be reconfigured using the Controls option on the Title Screen. To suit your flipping needs and desires, if you know what I mean.

DEFAULT CONTROLS

Left Directional button: Turn Left

Right Directional button: Turn Right

- ⊗ Forwards
- △ Backwards
- Enter/Exit
- Attack

Select button: Pager/Last Message

Start button: Pause

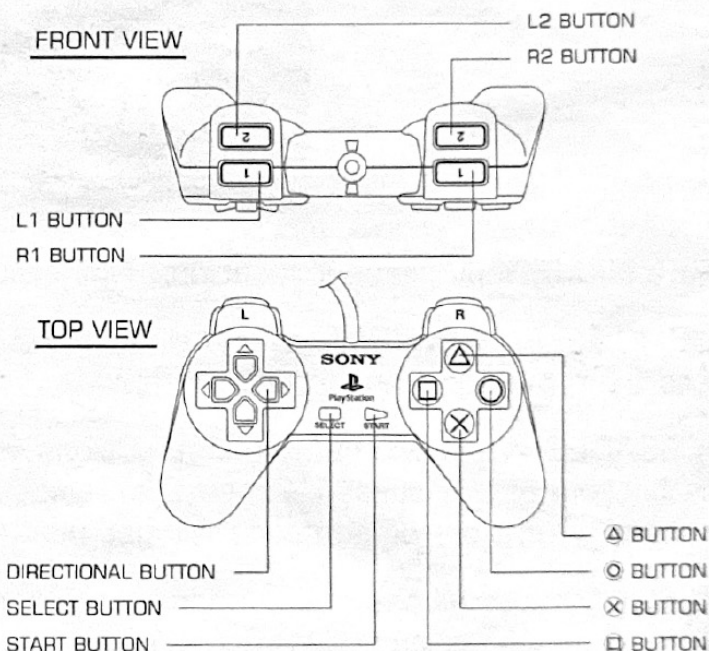
L1: Next weapon

L2: Previous weapon

R1: Brake

R2: Special

CONTROLLER



NOTE THERE ARE 4 OTHER CONFIGURATIONS AVAILABLE
(if you're some kind of awkward ponce)

Note that the Brake button becomes a Jump button (for leaping vehicles, for example) when you are on foot, doing a runner. Plus! The Special button is so called because it's responsible for more than one function depending on the context (i.e. it's very bloody special, aint it?). When in control of almost all vehicles, press the Special button to sound the horn. When in a tank, thank your lucky stars, and press and hold the Special button then press the left or right arrow button to rotate the turret.

A TYPICAL VISTA ON THE HAPPY STREETS OF LONDON:

Your frankly excessive behaviour is brought to your screen, as ever, courtesy of the DMA News chopper flying high above London. Here's what you can expect to see during play..



AREA NAME Your present location . Not exactly nuclear physics, is it, sunshine?

PUBLIC TELEPHONE Walk over a ringing one to answer it - you never know, it might be word from me, or even Archie.

MESSAGES When you receive instructions via 'phone the message text will appear at the bottom of the screen. Press the Select button to repeat the last message received. And pay attention, or someone will get hurt.

TELEGRAM Like all the most modern types, me and Archie strongly advocate technology, so we've equipped our boys with these portable telegram machines. These will keep you in the picture, and maybe give you some sideline work. Only don't be a plonker! Don't go giving the number out to any birds. That would be daft, wouldn't it? Press the Select button twice to repeat the last telegram message received.

WANTED LEVEL The more crimes you commit, the more the cops want to bust your scrawny ass. This handy indicator shows just how careful you need to be.

YOUR SCORE You earn points for every crime you commit.

FILTHOMETER. This gives you an idea of how much the boys in blue want to have a word with you. So be careful, and no unnecessary verbals, understood?

BONUS MULTIPLIER All points you score are multiplied by the Bonus Multiplier (which is incremented after every mission you successfully complete, so keep it up, and you'll be a good little earner).

LIVES You start with five, but extra ones are available, if you've got something special to offer.

MISSION ARROW The yellow arrow indicates the general direction of your intended destination or target.

CAR NAME Shows the type of vehicle you occupy.

WEAPON The one you happen to be holding, be it Pistol, Machine Gun, Flame Thrower, Rocket Launcher... or the trusty old bunch of fives.

ROLLER DOOR Only attempt to drive through one when it's open.

CRATE Dotted around the cities are many such containers holding some form of Special Item such as a weapon, Power Ups (helps you take three shots, or move faster depending on which one it is), Get Out of Jail Free Key (get busted - get released with your Bonus Multiplier AND weapons intact) and a trusty old Police Bribe (instantly cancels your Wanted Level). Simply use a fist or weapon or vehicle to smash open a crate and reveal its contents.

INFORMATION! Situated around London. Batter one to get some useful information. Like keep your bleeding trap shut.

EASY DOES IT!

It pays to take a 10 minute break in every hour of play, so put the action on hold...

- Press the Start button to freeze the action - and see a reminder of how many points are required to complete the stage.
- Press the Start button while the action is frozen to resume play.

For help tips and more advice about Grand Theft Auto: London 1969 go to
www.GTA-LONDON.com

CREDITS:

Dedicated to David Jones, the GTA team and everyone at DMA Design.

Grand Theft Auto London 1969

Uses Miles Sound System from RAD Software.

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Uses Smacker Video Technology.,

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Thanks to GTA Cars (The Car, Physics and Tile editor)

Jeffrey P. Mathews

FIF Engineering

<http://www.fifengr.com/gtacars/>

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Lead Programmer - Kevin Hoare

Technical Director - Gary J. Foreman

Mission Design and Programming - Sergei Kuprejanov

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Map Design and Sound Director - Blair Renaud

Cutscenes and Additional Art Adam Holbrough, Pete Armstrong

Screenplay by Dan Houser

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Associate Producer - Ken Jordan

Packaging and Front End Design - Jeremy Blake

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Additional Music researched by Terry Donovan

Emergency Services Consultant - Patrick Mulhern

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Lucien, Darren & Nick.

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Patrick Chan-Kane

Special Thanks to Terry Donovan, Colin MacDonald Beat Records Company Publishing Group, Neapolis Records,

Trojan Records, Torpie, Kevin Gill,

Matt Gorman, Tricia Gray.

GTA: LONDON 1969 - THE SOUNDTRACK

1. "Liquidator" performed by Harry J Allstars (H. Johnson)
2. "Return of Django" performed by The Upsetters (L. Perry)
3. "Dollar in the Teeth" performed by The Upsetters (L. Perry)
4. "Skinhead Moonstomp" performed by Symarip (Naismith / Ellis)
5. "28 Minuti. Seq 4" taken from "28 Minuti Per 3 Milioni Di Dollari"
6. "Seq 3" taken from "Le Malize Di Venere"
7. "Seq 4" taken from "LeMalize Di Venere"
8. "Seq 6" taken from "LeMalize Di Venere"
9. "Beat Fuga Shake" composed by Riz Ortolani
10. "Hot Camera Shake" composed by Francesco De Masi-Alessandro Alessandroni
11. "L'Uomo Che Sapra" performed by Guilia De Muttis and composed by Francesco De Masi-Alessandro Alessandroni
12. "Tema Di Londra" composed by Francesco De Masi-Alessandro Alessandroni
13. "The Roaring 20s" composed by R. Ortolani
14. "Teresa L'Illusa" composed by R. Ortolani
15. "Tiffany Sequence M. 8" composed by R. Ortolani
16. "Tiffany Sequence M. 22" composed by R. Ortolani
17. "Saturday Nite at Dirty McNasty's" written and performed by Chris Sears
Jim Browksi, Dr. Gilo Allen, Duncan 'limpick' Scott
18. "BOOK 'EM' (Murder One) " written and performed by Chris Sears, Jim Browksi,
Dr. Gilo Allen, Duncan 'limpick' Scott
19. "Austin Allegro Drag Race" written and performed by Chris Sears, Jim Browksi,
Dr. Gilo Allen, Duncan 'limpick' Scott
20. "GTA POMP" written and performed by Charlie Clarke, JL, Sarah Daly, Paul Powell
21. "GTA SPY" written and performed by Charlie Clarke, JL, Sarah Daly, Paul Powell

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